

Intro • Challenges

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In this paper I review the challenges outlined through a review of the product under specifics described by Dr. Erwin Van Boxtel and propose/explore a possible solution specific to iOS devices.

Constraints

UX Issues
Physical issues
Connectivity
Platform (iOS)
Production Roadmap

• Challenges, Definitions

To address a proper solution we will be going through all system constraints, thus counterchecking our solution can be checked against all these aspects

UX Issues

For instance, we could say, if we were to create a special torchlight with a touch button, most users would struggle to understand how and where to turn it on, for instance, as this will be an uncommon UX approach. Thus innovation/disruption comes at the costs of having to provide training as well.

